ABSTRACT OF THE DISCLOSURE

There is provided a game apparatus for moving a moving object on a road in a virtual world and changing influence received by the moving object from the road based on movement history, wherein an input reception unit receives operational input from a player, a storage unit stores position and velocity of the moving object and road condition, a calculation unit calculates the acceleration of the moving object based on the received operational input, a stored current position of the moving object, and the road condition at this position, an update unit updates the stored position and velocity of the moving object in accordance with the calculated acceleration and updates the stored road condition in accordance with a change in at least one of position, velocity, and acceleration of the moving object, and a display unit displays at least one of the stored position and velocity of the moving object.